AMENDMENTS TO THE CLAIMS

The following listing of claims will replace all prior versions and listings of claims in the application.

LISTING OF CLAIMS

1. (Currently Amended) A display method comprising the steps of:

projecting at least one moving image on at least one display area in a game board of a <u>pachinko</u> game machine from the back of a panel;

projecting a still image on the game board outside of the at least one display area,

setting a position parameter that determines a position of said at least one display area, a number parameter that determines a number of said at least one display area, and a size parameter that determines a size of said at least one display area where said at least one moving image is displayed,

changing more than one of said position parameter, said number parameter, and said size parameter at a predetermined time while the at least one moving image and the still image are displayed,

receiving <u>a first</u> ~~an~~ image changeover signal from a changeover switch operated by a user; ~~and~~

projecting a game machine information image as the still image in response to said <u>first</u> image changeover signal, said game machine information image including a hit frequency corresponding to said <u>pachinko</u> game machine<u>;</u>

<u>receiving a second image changeover signal from said changeover switch operated by said user;</u>

projecting a broadcast television image as the at least one moving image in response to said second image changeover signal;

receiving a third image changeover signal from said changeover switch operated by said user;

projecting both said game information image as the still image and said broadcast television image as the at least one moving image in response to said third image changeover signal, said game machine information image including said hit frequency corresponding to said pachinko game machine.

2. (Cancelled)

3. (Currently Amended) A display method as defined in claim 1, further comprising the steps of:

changing more than one of said position parameter, said number parameter, and said size parameter when a player comes close to or moves away from the pachinko game machine by at least one predetermined distance.

4-5. (Cancelled)

6. (Currently Amended) A display apparatus comprising:

a projection mechanism that projects an image from a back of a game board of a pachinko game machine;

a control unit that causes the projection mechanism to projection display at least one moving image on at least one display area in the game board and causes the projection mechanism to projection display a still image on the game board outside the at least one display area, wherein said control unit sets parameters including a position parameter that determines a position of said at least one display area, a number parameter that determines a number of said at least one display area, and a size parameter that determines a size of said at least one display area where the moving image is displayed, and wherein said control unit changes more than one of the parameters at a predetermined time, while the at least one moving image and the still image are displayed; and

a changeover switch connected to said control unit, said changeover switch being operable by a user to generate an a first, a second, and a third image changeover signal;

wherein said control unit causes said projection mechanism to project a game machine information image as the still image in response to said first image changeover signal, a broadcast television image as the at least one moving image in response to said second image changeover signal, and both of said game machine information image as the still image and said broadcast television image as the at least one moving image in response to said third image changeover signal, said game machine information image including a hit frequency corresponding to said pachinko game machine.

7. (Currently Amended) A display apparatus for a pachinko game machine as defined in claim 6, in which said control unit causes said projection mechanism to alter at least one of said parameters when the predetermined time equals a time of a change of a game state in the game machine.

8. (Currently Amended) A display apparatus for a pachinko game machine as defined in claim 6, further comprising means for inputting said game machine information image that displays said game machine information of the pachinko game machine.

9. (Cancelled)

10. (Currently Amended) A display apparatus for a pachinko game machine as defined in claim 6, wherein said control unit causes said projection mechanism to alter at least one of said parameters when the predetermined time equals at least one of a time at which said control unit has determined that a player has come within a predetermined distance to the pachinko game machine, on the basis of a sensor signal outputted by a user sensor, and a time at which said control unit has determined that the player has moved away from said pachinko game machine more than a predetermined distance, on the basis of the sensor signal.

11. (Currently Amended) A pachinko game machine comprising the display apparatus for a pachinko game machine as defined in claim 6, further comprising a

main control unit which causes said display apparatus for a <u>pachinko</u> game machine to projection display said at least one moving image and said still image.

12. (Currently Amended) A <u>pachinko</u> game machine as defined in claim 11 further comprising:

a user sensor that outputs a sensor signal permitting determination as to whether a player has come within a predetermined distance to said <u>pachinko</u> game machine; and wherein said main control unit causes said display apparatus for a <u>pachinko</u> game machine to projection display said at least one moving image and said still image such that at least one of said parameters is altered when the predetermined time equals at least one of <u>a</u> ~~s~~ time at which said main control unit has determined that the player has come within the predetermined distance to said <u>pachinko</u> game machine, on the basis of the sensor signal outputted by said user sensor, and a time at which said main control unit has determined that said player has moved away from said <u>pachinko</u> game machine by more than said predetermined distance, on the basis of said sensor signal.

13. (Currently Amended) A <u>pachinko</u> game machine comprising the display apparatus for a <u>pachinko</u> game machine as defined in claim 10.

14. (Currently Amended) A display method comprising the steps of:

projecting at least one moving image on at least one display area of a game board of a <u>pachinko</u> game machine;

projecting a still image on the game board outside of the at least one display area;

changing at least one of a position parameter that determines a position of said at least one display area, a number parameter that determines a number of said at least one display area, and a size parameter that determines a size of said at least one display area at a predetermined time while the at least one moving image and the still image are displayed;

receiving an a first image changeover signal from a changeover switch operated by a user; and

projecting a game machine information image as the still image in response to said first image changeover signal, said game machine information image including a hit frequency corresponding to said pachinko game machine;

receiving a second image changeover signal from said changeover switch operated by said user;

projecting a broadcast television image as the at least one moving image in response to said second image changeover signal;

receiving a third image changeover signal from said changeover switch operated by said user;

projecting both of said game machine information image as the still image and said broadcast television image as the at least one moving image in response to said third image changeover signal, said game machine information image including said hit frequency corresponding to said pachinko game machine;

wherein said predetermined time corresponds to a change in a state of a game being played on said <u>pachinko</u> game machine.

15. (Cancelled)

16. (Currently Amended) A display method as defined in claim 14, wherein said predetermined time corresponds to at least one of a player approaching said <u>pachinko</u> game machine and a player leaving said <u>pachinko</u> game machine.

17-21 (Cancelled)

22. (Currently Amended) A display method as defined in claim 1, further comprising the step of:

changing more than one of said parameters when a state of the <u>pachinko</u> game machine changes during a game.

23. (Cancelled)

24. (Currently Amended) A display method as defined in claim 14, wherein said predetermined time corresponds to a change in a state of a game being played on said <u>pachinko</u> game machine.

25. (Cancelled)

26. (Currently Amended) A display apparatus comprising:

a projection mechanism that projects an image on a game board of a <u>pachinko</u> game machine;

a control unit that causes the projection mechanism to project a moving image on a predetermined area of the game board and a still image on the game board outside the predetermined area <u>at a predetermined time</u>; and

a changeover switch connected to said control unit, said changeover switch being operable by a user to generate ~~an~~ <u>a first, a second, and a third</u> image changeover signal;

wherein said control unit changes at least one of a position, a number, and a size of said predetermined area at a predetermined time while the moving image and the still image are displayed and causes said projection mechanism to project a game machine information image as the still image in response to said <u>first</u> image changeover signal, <u>a broadcast television image as the moving image in response to said second image changeover signal, and both of said game machine information image as the still image and said broadcast television image as the moving image in response to said third image changeover signal,</u> said game machine information image including a hit frequency corresponding to said <u>pachinko</u> game <u>machine</u>.

27. (Currently Amended) A display apparatus for a game machine as defined in claim 26, wherein said predetermined time corresponds to a game state change in the <u>pachinko</u> game machine.

28.   (Cancelled)

29.   (Currently Amended) A display apparatus for a game machine as defined in claim 26 18, further comprising a sensor communicating with said control unit and sensing at least one of a player approaching said pachinko game machine and a player leaving said pachinko game machine and wherein said predetermined time corresponds to a signal from said sensor.